

**Fantasia**

9 CUBES

enchanted   mythic   medieval

**Emergency**

9 CUBES

medic   rescue   disaster



**Mystery**

9 CUBES

clues   fright   strange

**Heroes**

9 CUBES

score!   powers   arcade



**Primal**

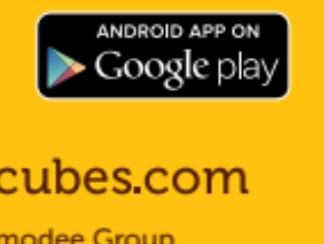
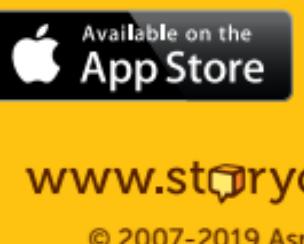
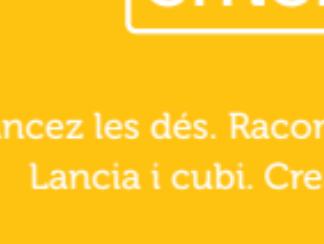
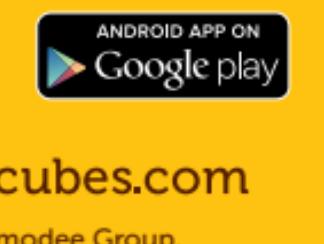
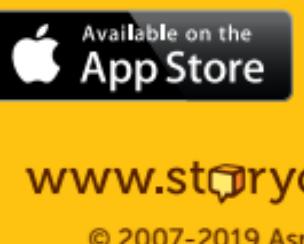
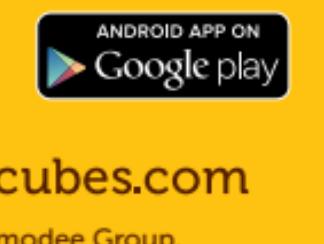
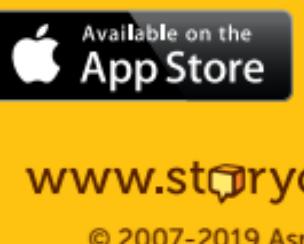
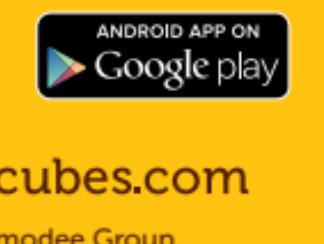
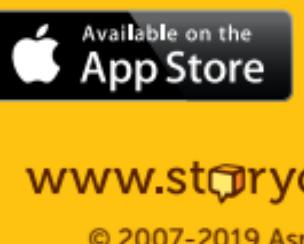
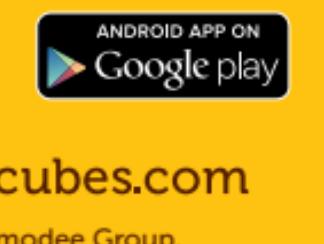
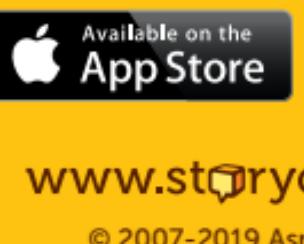
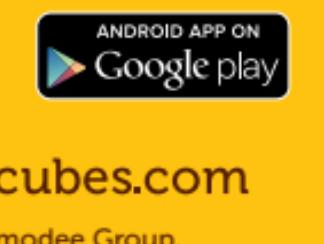
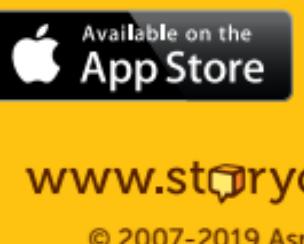
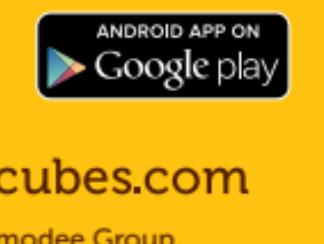
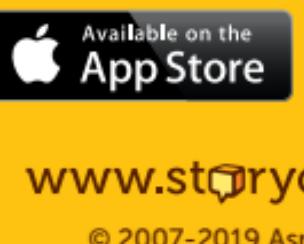
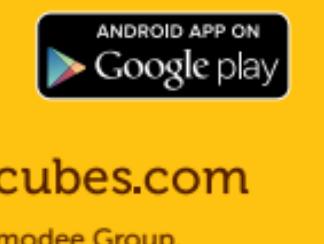
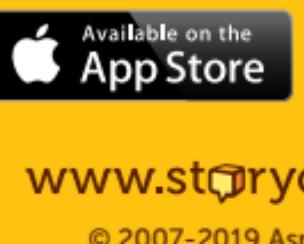
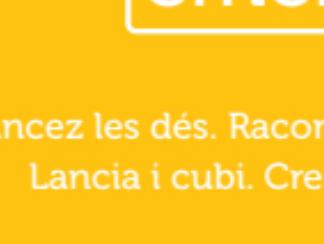
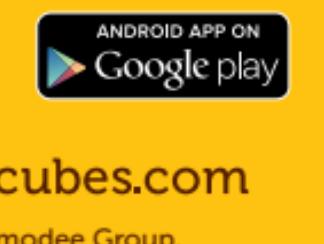
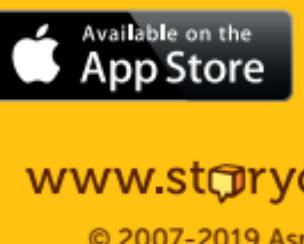
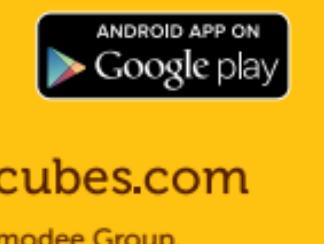
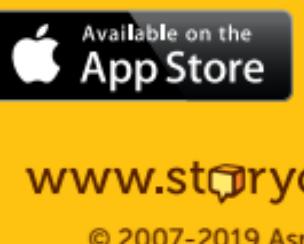
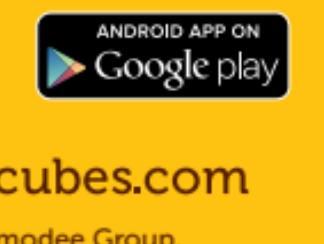
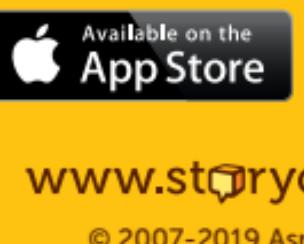
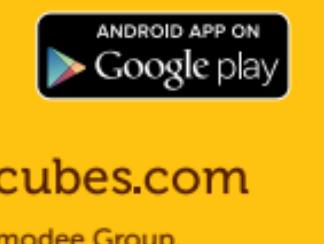
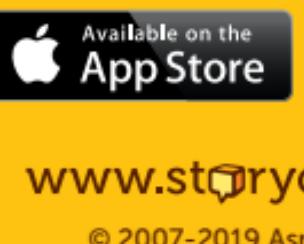
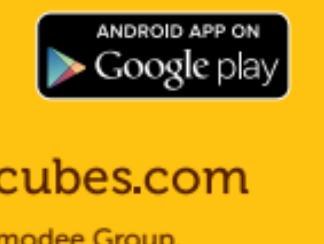
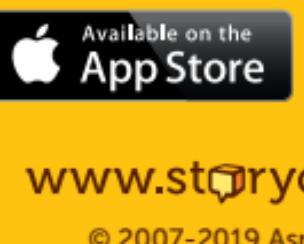
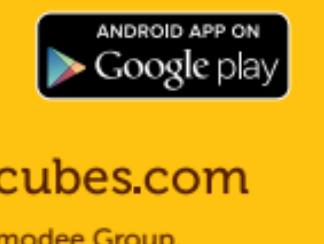
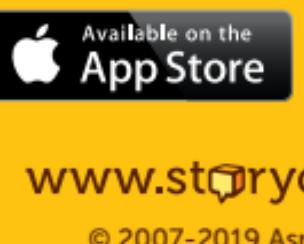
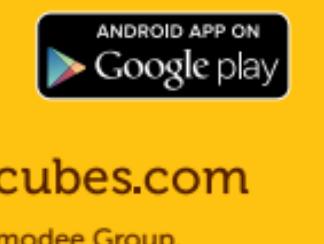
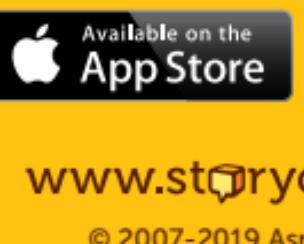
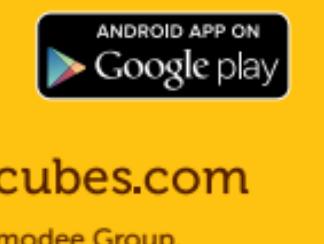
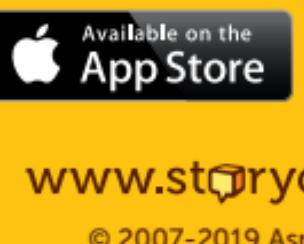
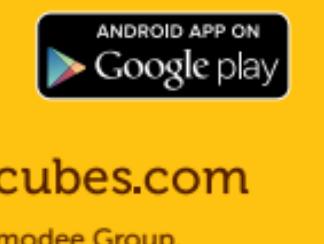
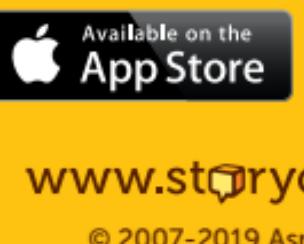
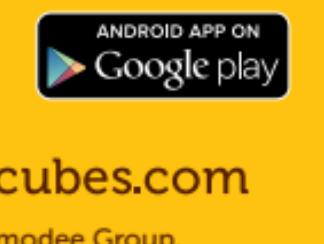
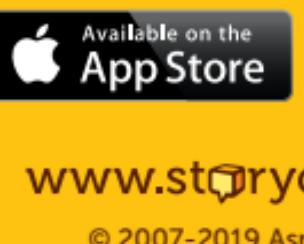
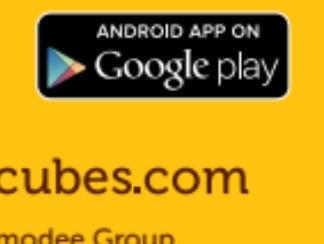
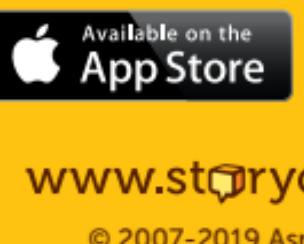
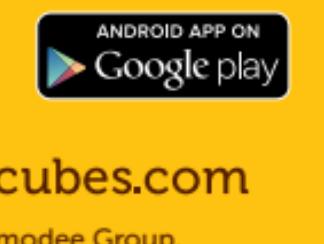
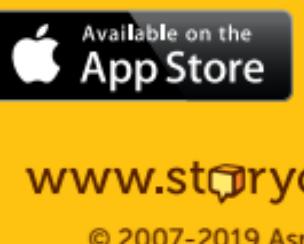
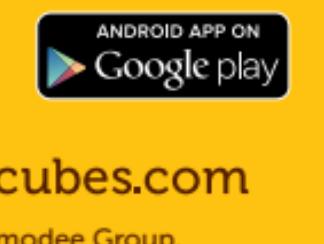
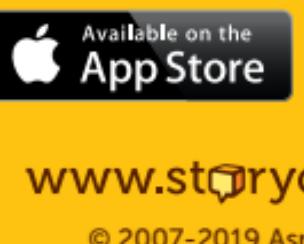
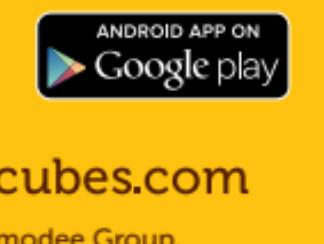
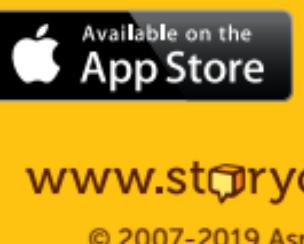
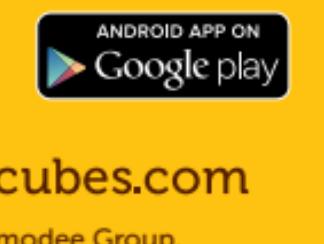
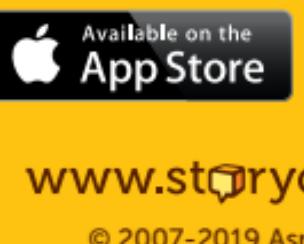
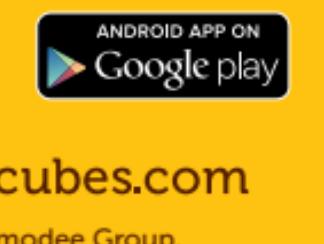
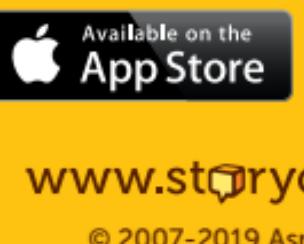
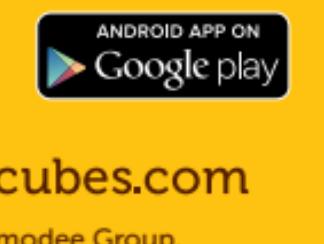
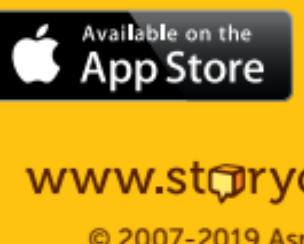
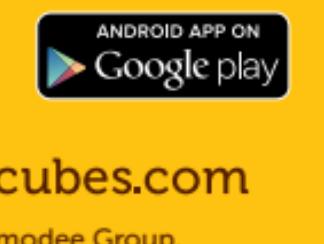
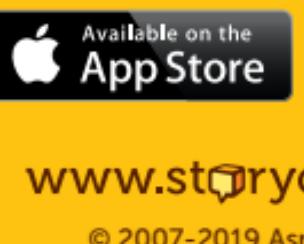
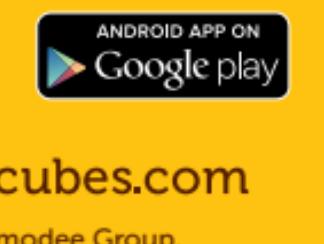
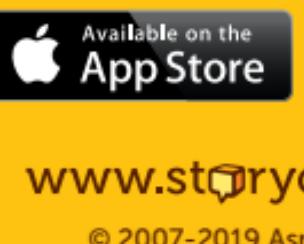
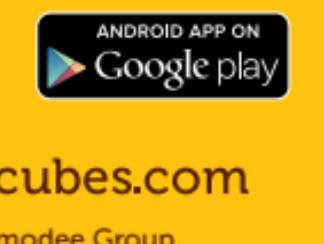
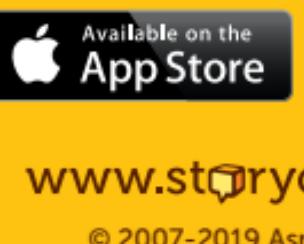
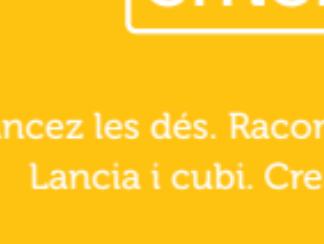
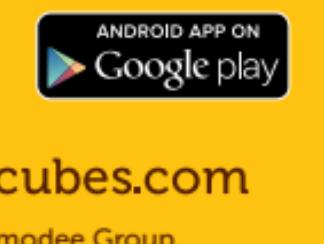
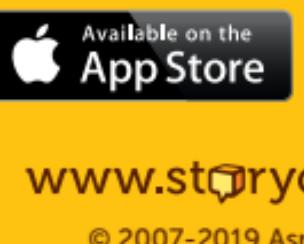
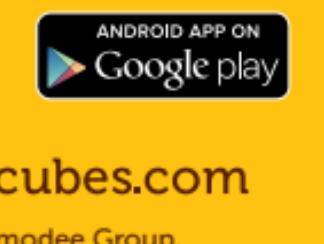
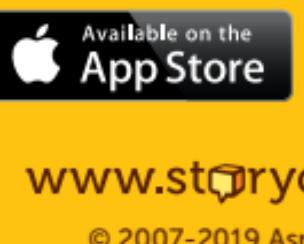
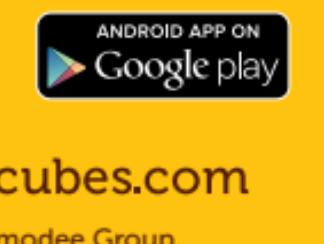
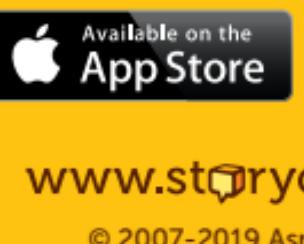
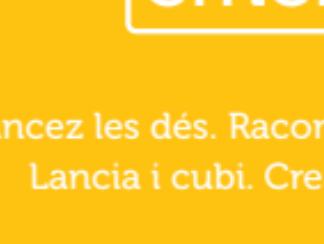
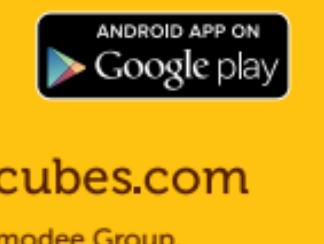
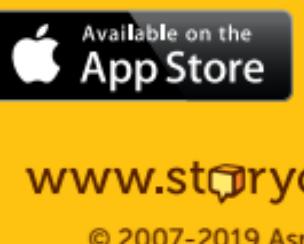
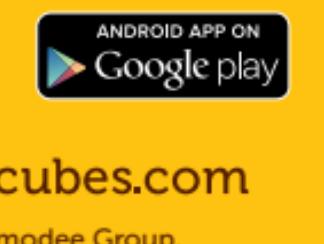
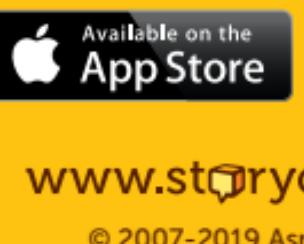
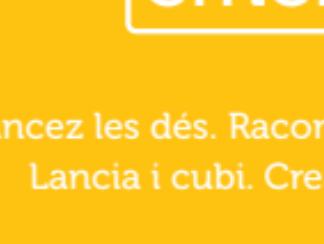
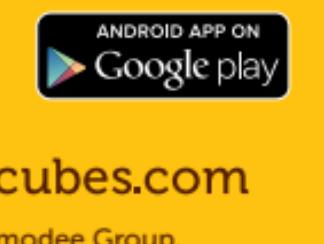
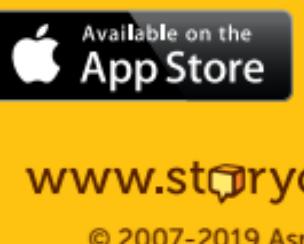
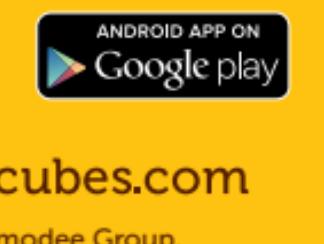
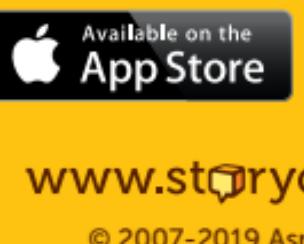
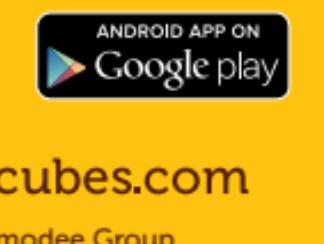
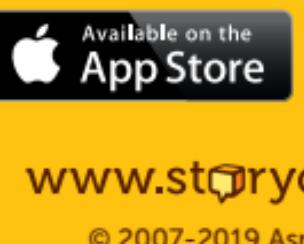
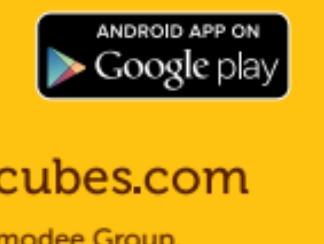
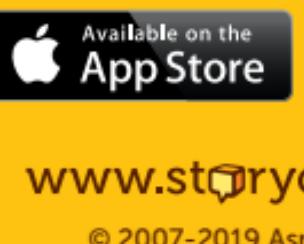
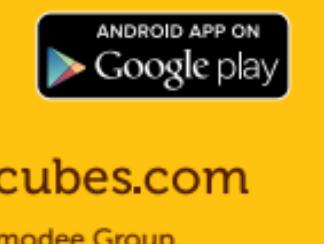
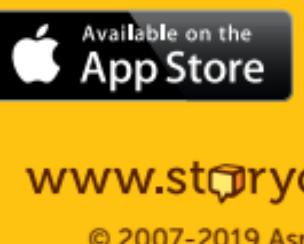
9 CUBES

prehistoria   animalia   explore

**Astro**

9 CUBES

intergalactic   rampage   atomic



## Wie wird gespielt?

Ihr seid abwechselnd als Erzähler an der Reihe. Wer dran ist, wirft alle 9 Würfel. Jede Geschichte beginnt mit „*Alles begann, als ...*“ und wer sie erzählt, muss alle 9 geworfenen Motive verwenden. Eine Reihenfolge gibt es nicht, aber je 3 Würfel sollten für Anfang, Mittelteil und Ende der Geschichte genutzt werden. Ansonsten gibt es nur eine Regel: Es gibt kein „richtig“ oder „falsch“. **Hochriskante Rettung:** Ernennt einen von euch zum „Held“. Er wird euch die Geschichte seines größten Abenteuers erzählen. Werft alle 9 Story Cubes. Der Held beginnt, wählt einen Würfel und berichtet, wen oder was es zu retten gilt. Nacheinander wählen die anderen Spieler reihum einen Würfel und konfrontieren den Held mit einer Herausforderung, die er bewältigen muss. Dann beschreibt der Held, wie er diese Situation gemeistert hat. Gelingt ihm dies, wählt der nächste Spieler einen Würfel und stellt den Held vor die nächste Prüfung. Das geht so lange weiter, bis ihr alle 9 Würfel genutzt habt. War die Rettung ein Erfolg? Das entscheidet ihr!

**Lasst eurer Fantasie freien Lauf:** Ständig erfinden Menschen auf der ganzen Welt neue Varianten, um mit den Rory's Story Cubes® zu spielen. Welche Ideen habt ihr? *Findet uns auf Facebook, Twitter und Instagram.*

## Comment jouer

Quand vous jouez en famille ou avec des amis chacun devient narrateur à son tour. Le narrateur lance les 9 cubes et crée une histoire avec les 9 symboles en commençant par « *Tout commença lorsque...* » et avec le premier symbole qui attire son attention.

Utilisez 3 cubes pour le début, 3 pour le développement et 3 pour la fin de votre histoire. Il n'y a qu'une seule règle : il n'y a pas de mauvaises réponses !

**Sauvetage à haut risque :** l'un des joueurs est désigné pour être « le sauveteur ». Ensemble, les joueurs vont raconter leur périple ! Lancez les 9 Story Cubes. Le sauveteur commence l'histoire avec l'un des Story Cubes et décrit l'objet du sauvetage. À tour de rôle, les

autres joueurs utilisent l'une des icônes restantes et confrontent le sauveteur à un nouveau défi. Ce dernier doit y répondre en décrivant comment ils y font face pour poursuivre le sauvetage. Le jeu continue jusqu'à ce que les 9 Story Cubes aient été utilisés. Le sauvetage est-il réussi ? À vous de le décider !

**Dynamiter votre imagination :** Partout dans le monde, les joueurs inventent de nouvelles façons de jouer avec Rory's Story Cubes® : quelles seront les vôtres ? *Rejoignez-nous sur Facebook et Twitter !*

**Come si gioca**

Da giocare in famiglia o con gli amici. Iniziate il racconto a turno. Chi comincia lancia i nove cubi e, iniziando con

*“Tutto cominciò quando...”*,

racconta una storia che colleghi tutte e nove le immagini a faccia in su. Partite dall'immagine che più attira la vostra attenzione. Usate tre cubi per l'introduzione, tre per il cuore e tre per la fine del vostro racconto. Vale una sola regola: non esistono risposte sbagliate!

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